

Dragon Ball Z: Budokai 2 Dragon World FAQ

by DarkAres_02

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This walkthrough was originally written for Dragon Ball Z: Budokai 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Version History

Version 1.20 03 / 21 / 05

Just a little minor editing.

Version 1.15 01/ 21 / 05

Now that I've finished Custom Robo, I'm back at Budokai 2. Updated Allies section and added a FAQ section. Also did a little editing.

Version 1.00 12/31/04

HAHAHAHAHAHAHA! I am finished! I completed the last few stages and will today send this in to GameFAQs.

Version 0.75 12/29/04

Finished Copyright and Thanks. Completed Stages 3-5.

Version 0.45 12/28/04

Finished Allies and first two stages.

Version 0.2 12/27/04

Finished Introduction, Items and Basics of Fighting. Added Son Goku, Son Gohan and Chibi Goten to Allies.

I. Introduction to Dragon World

Dragon World is the main single player mode in Dragonball Z Budokai 2. In it, you control Son Goku and one or two other characters whom you choose as your partner. You are on a map that has many spaces and green lines. You move your characters along the green lines to the spaces. There are also pieces for your enemies however. When it is your turn, you select one of your characters and move them to another spot. You can pick up items on your way, but your main goal is usually to defeat a specific enemy. When you and an enemy meet on one space, you go into a fight. The fights are like the rest of the game, which is an arcade like fighter. If you win the fight, the enemy loses one HP. Enemies have anywhere from one to five HP, and they have meters you can use to tell. If you win and your enemy doesn't lose all their HP, a dazed symbol will appear above them. If you defeat them again while the symbol is there, you will wipe out 2 HP instead of one if you win, making it easier to win. Also, when I refer to unlocking characters and I say a character has to defeat another to get the character, I mean deal the final blow. You'll pick it up pretty quickly if you read the Instruction Manual.

One very important thing that I didn't find in the book is the ability to search spaces. If you have a move left for a character, select him or her and click X. They will look around and usually uncover an item. This is very important for getting the Dragonballs, since only the first one is above ground. Check the Items section if you don't understand.

II. Items and Areas

In Dragon World, you will find many items both above and below ground. They do many different things. Also, all characters start with 100 ATK and 100 DFN except for Vegito in Stage Eight.

Dagger: If you find a Dagger, the character's ATK will rise by 10-40 percent, depending on the stage and difficulty. Higher ATK means you'll deal more damage in battle.

Armor: If you find Armor, you'll get a DFN boost of 10-30 percent depending on the stage and difficulty. Higher DFN means you'll take less damage in battle.

Onion: If you dig up a weird round thing (they are hardly ever above ground) that character will get an extra move for the rest of the stage. An example: Goku has a default one move, so he can move one space. If he gets this, he will be able to move two spaces. Thanks to ssj_goemon@yahoo.com for identifying this as an onion.

Zennie: If you find some bills, you will get up to 1500 Zennie, which can be used in the Edit Skills section to purchase new Skill Capsules.

Dragon Radar: There is one Dragon Radar in each stage, and it's always above ground. It will give you the general direction of the Dragonball in the stage. If the icon is in the center of the radar, you simply must search with X to dig up a Dragonball.

Dragonball: There are seven Dragonballs in all of Dragon World. The first one is above ground, but you need the radar for the other six. There is one in each of the first seven stages, but if you miss one you can get two Dragonballs in the next stage. If you get all seven, you will be able to wish for a Breakthrough or Fusion capsule from Shenron. You can and should also wish for Babidi's Space Ship, a new game mode where you can unlock Dabura and the three Buus.

Skill Capsules: If you see a grey capsule, then you can grab it to get a skill. It may be new or old, but it's a good source of capsules early on.

Besides items, you will also see strange red spaces with symbols, which symbolize special battle conditions you will face if you fight there. There are also other types of spaces.

Half-Heart: If you see a space with a heart that is half filled, your health gauge and your enemy's health gauge will start at half of their normal.

Drained Heart: If you see a space with a heart being drained, both fighter's health will decrease during the battle.

No Blocking: If you see a symbol of a person blocking with an X over it, it means guard is disabled.

Zero Ki: If you see a symbol of a zero, it means you'll start with zero Ki. You can power up to restore it, but chances are you won't have time.

Drained Ki: If you see a symbol of an arrow pointing down, it means your Ki will be drained there even if you don't transform.

Dende's Healing Area: If you see a blue space with a green guy standing by it, it's a heal spot. That guy is Dende, a Namekian who can heal people. As you see on the HP bar, you don't start at full HP. If you go to Dende, he will heal 1 HP. You can keep coming back to heal.

Mr. Popo's Carpet: If you see a red carpet with a weird fat guy sitting on it, it's a warp. That guy is Mr. Popo, a pointless character in my opinion. If you go to that spot, you will be warped to another spot, which is determined beforehand, but you won't know until you try.

III. Basics of Fighting

First: if you completed the Training Chapters (excluding Six), you don't need to read this. This is basically how to use the controller. I suggest going to the Training Chapters over this. If you need help with advanced fighting, go to a specific character guide. Also, > is towards your enemy and < is away from your enemy.

One last thing: The shoulder buttons can be customized to your liking. I suggest putting P+G (throw) for L and P+K+G (transform) for R. It worked well for me. You have to go to Options to change them by the way.

Move forward or backwards: Control Stick / Control Pad

Dash: Double tap forward.

Jump Back: Double tap backwards.

Side-Step: Guard + Up or Down

Power Up: Hold Guard and double tap backwards, then hold backwards to gather Ki

Basic Punch: A
Basic Kick: Y
Block: B
Ki Blast Wave: X
Deflect Ki Blast Wave: Press B as the wave hits you.
Charge Attack: Punch + Kick
Throw: Punch + B
Transform: A + Y + B
Taunt: A + B + Y + X (also reduces enemy's Ki Gauge by one)
Quick Death Move: >E
Quick Second Death Move: <E

When using Ultimates, you will usually have to do one of the following:

Gather Ki Attack: When control stick symbol appears, rotate Control Stick and C Stick quickly clockwise. There is a green bar you must try to fill by doing this.

Button Input Attack: When a series of buttons appear, press the buttons in order quickly.

Win Energy Battle: After Ultimate attack is used, rotate Control Stick and C Stick clockwise quickly to push the attack. The defender can also do this.

IV. Stage One: Get the Dragonball Before Nappa!

So it begins. Your first stage of Dragon World. It should ease you into the basics of the game. Anyways, you can choose one ally for this level, and if this is your first time playing, that means Son Gohan, Chibi Goten, Chibi Trunks, Piccolo, Kuririn or Tenshinhan. Most allies start with 2 HP, except for Chibi Goten, Chibi Trunks, Mr. Satan and Videll, who start with 1. There are three characters to be unlocked here.

Raditz: Defeat Raditz as Son Goku.

Yamcha: Defeat Nappa as Tenshinhan.

Nappa: Defeat Nappa as Vegeta.

Since you don't have Vegeta yet, and Son Goku is there by default, bring Tenshinhan. Goku starts off in the bottom left hand corner while your ally starts off in the top left hand corner. There are four Saibamen, who cannot move. There is also Raditz and Nappa. By your starting positions, there is a Dagger and a Dragon Radar. First you need capsules. I suggest equipping each character with their Death Move if you have it, and then just add on any other capsules they can equip, since you are currently short on capsules. If you have King Kai Fist x20 for Son Goku, equip it. Now for the actual stage.

Send Tenshinhan to the Dagger, since you may need the extra power in your battle. Goku should grab the Radar. The Dragonball is above ground in this level, and it's in the top right hand corner. Raditz will start moving towards Goku while Nappa goes for the Dragonball. Luckily, Nappa only moves every other turn. Once you get Tenshinhan the Dagger, send him in a straight path to Nappa. You should catch Nappa a space before the Dragonball. He is not too tough, but beware his Break Cannon. He won't use it much, but if you see it, quickly side-step (G + Up or G + Down) to dodge it. He has four HP, so it will take three battles (the first takes 1 HP and dazes, the second takes 2 and the third takes 2). Try not to have Raditz and Tenshinhan fight. Raditz uses his two Death Moves all the time, but you can dodge them easily and strike him before he can react with a quick Kamehameha (>E). After defeating Nappa and Raditz, go for the Saibamen. They give up Skill Capsule when they lose. After you defeat the

first two, two more will appear, so be ready. Saibamen themselves are easy to defeat. They have one health bar and only one attack, a Death Move called Acid. After defeating everyone, search every space with X. Hopefully you'll dig up some Skill Capsules. Remember that once you have searched a space, you won't find any more items in that space. Once you touch the Dragonball the stage ends, so don't get it until you have searched every space.

NOTE

If it's your second time through, don't bother getting the Dagger for Vegeta. You will know how to play well and won't need it to kill Nappa.

Also, if you defeat around four Saibamen before defeating Raditz, a much stronger red Saibaman will appear and give you a Gold Capsule if defeated.

V. Stage Two: Defeat Frieza on Earth

Now your second stage. You should now have added Raditz and Yamcha to your character roster, and you can select Yamcha as an ally. There are two unlockables in this stage.

Recoome: Defeat Recoome as Son Goku
Snowy Mountains Stage: Complete Stage Two

As you can see, as long as you have Son Goku, you will get the unlockables. Bring any ally you are comfortable fighting with in this stage. If you cannot decide, I would suggest Chibi Goten, since he gets a large stat boost from Goku.

Once again, the Dragon Radar is by your position. Your ally begins one space above Goku. If it's Chibi Goten, move him down to Goku to get the stat boost FIRST. Then move Goku to where the Dragon Radar is. Recoome (the big red haired guy) will approach you. Defeat him, then kill him on your second turn. Your goal is to defeat Frieza, who is way on the south part of the map, and he won't move for a while. Dispatch Chibi Goten to defeat Captain Ginyu (the purple guy), who won't move from his position in the top right hand corner unless you approach him. Meanwhile, have Son Goku search for the Dragonball. Do not search unnecessarily. Frieza will start moving once Ginyu is dead, so first get the Dragonball. Once you have it, try to use Goku to lure Frieza away from his starting point, then have Chibi Goten go around from the other side and search the spot Frieza started on. You will have a good chance of digging up a rare capsule. Afterwards finish Frieza with whoever you like.

For the actual battles, Recoome and Ginyu are quite slow and attack infrequently. If anything, you may see one or two basic death moves, or possibly a throw from Ginyu. Frieza is quite similar to Raditz in his attack style. He will use his Death Beam often, and he can fight semi-well. You may need to actually try against him.

VI. Stage Three: Defeat Frieza on Namek

The third stage. The first stage where you cannot unlock all the characters in one try. Why? Just check the unlockable section.

Captain Ginyu: Defeat Ginyu with Son Goku or Vegeta.
Frieza: Defeat Frieza with Son Goku.

Vegeta: Defeat Vegeta with Son Goku.
Mirai Trunks: Defeat Vegeta with Chibi Trunks.
Namek Stage: Complete Stage Three.

As you can tell, you can unlock either Vegeta or Mirai Trunks on your first try. I recommend unlocking Vegeta the first time so you can unlock his Skill Capsules as you continue through Dragon World. Since the three characters you should unlock only require Son Goku, you can choose any ally you want. Once again, Chibi Goten will work well, as will Son Gohan. This is mainly because of the stat boosts they get from Goku.

On the map, Goku starts one space left of the top right position. The ally begins one space left of the bottom right position. Freiza is a space above the bottom left corner with Recoome two spaces right of him. Ginyu is one space right of the top left corner. Vegeta stands at two spaces left of Goku. The Dragon Radar is once again right by your ally, to the left. Grab it with your ally and have Goku move forward to fight Vegeta.

The Saiyan Prince fights much like the enemies from the last stage but less Death Moves and more normal hits. Once you defeat Vegeta with Son Goku, he will join you as an ally. While Vegeta goes after Recoome, have Goku take out Ginyu. They fight much like before but more frequently use attack. Meanwhile, your ally should search for the Dragonball. Once you've destroyed the Ginyu Force and got the Dragonball, move Goku forward to Freiza with Vegeta and your ally two or more spaces behind, searching spots for Zennie and Capsules. Try to have Vegeta and your ally meet with Goku for stat boosts.

Freiza is your first semi-tough opponent. He has a blue health bar, which means he has a total of four health bars. He will throw once in a while, but he replaces most of his Death Beams with his Strong Death Move, Death Wave. Side-step to dodge then rush in and tackle Freiza (a shoulder button works well). Then, as he is getting up, keep pressing >K and you will most likely get in a few strong kicks as Freiza gets up. When you've sent him flying a second time, power up and then rush in and be ready to dodge and repeat the combo. If Goku has the King Kai Fist x20 and Super Saiyan abilities, you'll have an easy time. I suggest equipping Goku with:

Kamehameha
King Kai Fist x20
Super Saiyan
Potential (2 slots)
1/3 Senzu Bean
Dragonthrow / Continuous Kamehameha (if you can fill the bar its devastating)

This combo works well because Potential will allow you to gain stat boosts every 15 or so seconds while you will also get a 10 percent boost from transforming into a Super Saiyan, then you have a Death Move to counter Freiza's and a throw when he plays defensively. If things go bad, the 1/3 Senzu Bean will save you. If you don't have the Super Saiyan capsule, equip any of Goku's other physical capsules or another Kamehameha. You shouldn't have too much trouble defeating Freiza.

NOTE

On your second time through, allow Vegeta to fight Son Goku at first, but have Chibi Trunks (who should be one space below Vegeta) deal the final blow and unlock Mirai Trunks.

VII. Stage Four: Defeat the Androids

This will be a long stage with many potential unlockables. Unfortunately, even though you have a choice of two allies, you can't get them all the first time.

Dr. Gero: Defeat Gero with Son Goku.

Android 16: Defeat #16 with Son Goku.

Android 17: Defeat #17 with Piccolo.

Android 18: Defeat #18 with Kuririn.

Cell: Defeat Cell with Son Goku.

Great Saiyaman: Only fight Cell with Son Gohan, and defeat him. IF ANYONE ELSE BATTLES CELL EVEN ONCE, YOU WILL NOT GET SAIYAMAN!

So basically, Gero and #16 will almost always be unlocked. I suggest getting Saiyaman the first time just to get his capsules so you can unlock Mr. Satan and Videl on your second time through the game. Since you will thus bring Son Gohan, you must decide if you want #17 or #18. They are almost identical in attack style and moves, but #18 has one advantage over her brother: an extra move, the Destructo Disc. So you should bring Kuririn. Now on with the stage. Bring Piccolo and a random ally on your second time.

At first, only one Android (Dr. Gero) is on the map, along with five Saibamen. One ally begins in the top left corner and one in the bottom left. Goku starts one space right of the top left corner. Gero is standing directly in the center of the map and won't move, which means you won't be able to get the Dragon Radar on the other side until you defeat. The Saibamen can't move, and despite their new colours, they are not any stronger than before. First, since you should have Kuririn and Gohan, have both your allies meet with Goku for stat boosts. Then wipe out the Saibamen in any order and make sure you search every space before fighting Gero. If you are extremely lucky, you will pull up a Dragonball. Once all the spaces have been searched, position Goku and Gohan a space to the left of Gero and Kuririn a space below them. Have Goku fight Gero. The only trouble you may have is that Gero keeps using the Ki Blast Absorption. If you lay off the Ki Blast Waves, Gero will be almost as easy to kill as the Saibamen.

Once he's defeated, #16 will appear a space to the right of Gero, #17 a space below Gero and #18 two spaces above Kuririn. Have Goku go right and kill #16 (who has half a blue bar and the annoying Rocket Punch Death Move) and Gohan take out #17. While #16 is slow yet powerful, the other two androids rely on speed rather than power. Watch out for their kicks especially. Have Kuririn move a space up and block #18's way and defeat her. DO NO DEFEAT 16 UNTIL THE OTHER TWO ARE DEAD! Once #16 is killed, Cell will appear and absorb the other two, preventing you from unlocking #18 and #17.

Now Cell appears. Have Kuririn defeat the Cell Juniors that appear. I believe there are four. Unlike the Saibamen, they have a full set of moves, including a throw. Cell will teleport around blindly, so you may have trouble getting him. He will never approach you unless you fight him though. Once the Cell Jrs are dead, search for the Dragonball before you fight Cell. Once you have it, have Gohan take on Cell. Make sure no one else goes near Cell. Gohan will be well off with the Super Saiyan, Kamehameha, Jackhammer Smash and Super Dragon Fist moves. I suggest Potential and Mixed Blood Power for the three empty slots. Cell is quite difficult. He uses Kamehameha rarely but smartly, such as when you dash at him. Do not stay close to Cell for long periods of time, or he will use his Energy Field attack to do major damage. Since the Super Dragon Fist takes up 2 Ki Gauges, save it until Cell is down to his yellow health bar. Like Freiza, he starts with a full blue health bar. Try to get your HP to 5 before fighting him for safe measures. Win and unlock the Great Saiyaman!

NOTE

On your second time through, use Son Gohan's strategy for Piccolo up until Cell appears. When you have to get Cell as Son Goku, first heal to max, then hope Cell accidentally teleports to the same space he is on when you get close with Goku. The capsules from your battle with Freiza should work well against Cell.

VIII. Stage Five: Stop Buu's Resurrection

At the beginning of this stage, the only enemy is the Supreme Kai. However, many enemies will soon appear, so your two allies will be helpful at not fighting them. Don't understand what I mean? You will soon.

Supreme Kai: Defeat Supreme Kai with Son Goku.

Babidi's Mind Control (Majin Vegeta): Defeat either Majin Vegeta or Majin Freiza.

Only two unlockables, so no ally troubles. Go with anyone you want. As with the last stage, begin by searching every space and getting what stat boosts you can. I suggest bring Yamcha and Tenshinhan because they are good characters and get stat boosts from each other. Once again, luck may have you pulling up a Dragonball, but Supreme Kai blocks the way to the Dragon Radar. In battle (fight him with Goku) he is not very likely to use specials, but he can use longer combos than what you're used to, and he has five health bars! Still, he is somewhat slow, so you should have not much trouble. His death move is Shockwave, which is pretty fast. Once you defeat him with Goku (a Super Dragon Fist and a few kick combos should do it) he will explain how a wizard named Babidi is trying to revive an ancient demon named Majin Buu.

After this the Supreme Kai will teleport away and Babidi (a green toad guy), Dabura (a red demon) and Vegeta will appear. Babidi is impossible to reach, but Vegeta and Dabura will try to take you down. Dabura will stay below a special fighting condition space. If you move to one space right of this space, you will trigger the next phase, so you should wait a bit. Have Son Goku defeat Vegeta (he's the same as before but slightly smarter) to receive the Super Saiyan 2 capsule. Then try and get the Dragonball with the radar. If it is beyond the space I said to stay away from, don't bother with it. If you miss it, you can get two Dragonballs safely in the next level. Anyways, search every spot when Vegeta is dead. You will hopefully pull up an Onion. The character who has the Onion should go to the spot to trigger the next phase. Vegeta will reappear and turn into Majin Vegeta. Cell and Freiza will also be reborn as Majin Fighters. A Kili meter will also appear. If you get into three battles, it will fill up and you will get Game Over. At this point, save the game by going to Exit in the Start Menu. Once you come back, fight Majin Vegeta, and ONLY Majin Vegeta, with all your characters. Surround him and kill him on one turn. How? Defeat him, he will be dazed, lose 1 Hp. Another fight he loses 2 Hp. He now has 1 Hp left. Use your finally character to hit him, depleting his last HP. I know that was three battles, but sometimes the meter takes four battles to fill up. Keep trying until you can do this without filling the meter. As for the fight, Vegeta will have more health than before, and a new death move. Otherwise, he is the same. Once you want to complete the stage (by getting to the cocoon) set up your 2 move character on the spot that triggered the Majin characters, then end your turn by searching. Once it's your turn again, and that character has two moves, move forward onto the special condition space, then forward again. Next turn, finish the stage by approaching the cocoon.

IX. Stage Six: Defeat Majin Buu

Next stage! If you have the Great Saiyaman with you, bring him along to unlock Mr. Satan.

Mr. Satan: Defeat Majin Buu with Great Saiyaman.
Super Saiyan 3 (Goku): Defeat Majin Buu with Son Goku.
Sky Pier Stage: Complete Stage Six.

First of all, if you don't have any move capsules for Great Saiyaman, don't bother bringing him.

Anyways, this will be your first encounter with Buu. At first, Majin Cell, Majin Freiza and Majin Vegeta are your only opponents. You ally starts one space to the left of Son Goku, so move him / her to the Dragon Radar, which is one space left and on Dende's Healing Spot. If you didn't get the Dragonball in the last mission, you will notice there are two in this level. Both Majin Cell and Majin Vegeta will fight this ally, so don't waste time having Goku search. Get him to defeat Majin Vegeta while your partner takes on Cell. Majin characters all have four health bars, but are otherwise not much better fighters. Once again, beware Majin Vegeta's new Death Move, the Atomic Blast.

While you are battling, Babidi will be moving north. You can't catch him, so don't try. Once he gets to the center of what is similar to a ring, Majin Buu will appear and kill Babidi. At this point, Vegeta, Freiza and Cell will be restored to normal. However, they will still want to fight, but they will be weaker, which is good. If you brought along Saiyaman, have Goku get the Dragonballs. Majin Bu moves around aimlessly, so he probably won't come after you. Once you have all the Dragonballs of this stage, have Saiyaman fight Buu. Majin Buu has five health bars, so be careful. His attacks look strange but he will actually use Berserk and Chase Moves, though he won't really use his Death Move. Get Saiyaman to full health, the heavily use his two Death Moves. They are not ranged like Son Goku's, but they are confusing to the enemy and usually effective, although if you miss you remain open long enough to get hit by a big attack.

NOTE

If this is your second time through, kill Buu with Son Goku. It's usually easier to fight with Son Goku, so I don't think you'll need any specific advice for the battle. Also, the Super Saiyan 3 capsule is not that useful in battle, but it is very cool to see in Training or Duel Mode.

X. Stage Seven: Defeat Super Buu in the Room of Time and Space

This stage will introduce you to Fusions and also allow you to control four allies in one battle! Unfortunately, only one can be an extra, since the other three are automatic.

Gotenks Capsule: Get to this stage.
Hyperbolic Time Chamber Stage: Complete Stage Seven.

First of all, this stage has one main map in the middle, which is fairly large, and five smaller, four or three space sections which you can get to only by warping. Gotenks starts out in the bottom left of the main map with Piccolo above him. Son Goku and your ally start in a small four space map in the top left with two warps. One warp leads to the main map while one leads to

another smaller map. Send one character in each, since the Dragonball (which will be your final Dragonball!) is sometimes in the smaller sections. Super Buu will absorb either Cell or Freiza before fighting you. You don't have to deal with the enemy that's left, just Buu. First, try to stay out of Buu's way until you get the Dragonball. The Dragon Radar is one space above the spot in the main map which is where someone appears from a warp.

Once you're ready to battle Buu, approach him with Gotenks. Since Gotenks is a result of the Fusion Dance, he has infinite Ki, but only stays for about 20 seconds. After his timer runs out, he must be knocked down to have the fusion wear off. Luckily, he has an infinite time in this stage for story purposes. As soon as the battle begins, transform into a Super Saiyan, then transform again to become a Super Saiyan 3. Pound on Buu with your Victory Cannon and Galactic Donuts. Do not use the Super Ghost Kamikaze Attk! Unless you charge it to full, which is quite difficult, it will backfire.. Once you defeat Buu, he will absorb Gotenks and then warp away.

XI. Stage Eight: Defeat Super Buu in the City

Now you'll see a new kind of fusion.

Vegito (Goku): Have Son Goku meet with Supreme Kai and then Vegeta.

Elder Kai Unlock Ability: Get to this stage.

City Street Stage: Defeat Super Buu with Son Gohan.

Videl: Have Super Buu absorb Son Gohan, then defeat Buu with Mr. Satan.

First of all, on your first try, do not try to get Videl. It is extremely difficult! Since that's said, bring any ally you want. Son Goku and your ally start in the top right position. Son Gohan starts two spaces above Super Buu, and Supreme Kai starts near the bottom right. Have Goku and Supreme Kai rush to meet each other, and then Vegeta will appear. Move him up while Goku goes south. Once they meet, they will fuse and you will get the Vegito capsule for Goku.

Keep Gohan moving at first towards, Buu to prevent him from getting an Onion, then away after you knock him behind you. Super Buu will be able to make two moves in one turn if Gohan goes north, and you may kill him before you get Vegito. Also, equip the Elder Kai Unlock Ability to Gohan. Your actual battle with Buu will be easy with Gohan. Use your new transformation and the Super Dragon Fist to take out Buu. He can use Victory Cannon, so be careful.

NOTE

On your second time through, you will need some huge luck to get Videl. First have Gohan lose against Super Buu so he gets absorbed. If this doesn't happen, Mr. Satan defeating Super Buu will get you nothing. Try to lure Buu to Mr. Satan (after healing Mr. Satan to at least 4 HP). For the actual battle, use the following set.

Rolling Attack Hercule Punch x2
Hercule Miracle Bomber
Viral Heart Disease (2 slots)
Vaccine
1/3 Senzu Bean

All these capsules are VERY IMPORTANT to equip. Keep pounding with your Death Move while the Viral Heart Disease does it's job. Even with this, you will need to pull a few fancy combos to win.

XIII. Stage Nine: Defeat Kid Buu

The final stage. The Saibamen and Cell Juniors return along with Freiza and Cell, but your only problem will be Kid Buu. And he will be a BIG problem.

Teen Gohan: Defeat Cell with Son Gohan.

Z Sword: Get to the Z Sword.

Super Spirit Bomb: Defeat Kid Buu with Son Goku or Chibi Goten.

Big Bang Attack: Defeat Kid Buu with Vegeta.

Super Kamehameha: Defeat Kid Buu with Son Gohan.

Fierce Destructo Disc: Defeat Kid Buu with Kuririn.

Hellzone Grenade: Defeat Kid Buu with Piccolo.

Grand Kai's Planet Stage: Complete Stage Nine.

As you can see, you can unlock many Ultimate capsules. Since you have a choice for two allies, I suggest Son Gohan and either Vegeta or Chibi Goten (whoever you're better with). All these characters get a boost from Goku. Your first goal should be moving your characters right to where Cell will appear. The two persistent enemies won't appear for the first few turns. Saibamen and Cell Juniors will not give you trouble. Freiza and Cell will. Also, Kid Buu is in a small separate map which can be reached only by warping, and every few turns he'll get a 10 percent ATK boost, so hurry.

You'll probably deal with Cell first, with Gohan. I suggest:

Super Saiyan

Super Saiyan 2

Kamehameha

Super Dragon Fist

Jackhammer Smash

Mixed Blood Power

Meditation / Ki Control

Now then, your transformations will give you a total boost of 15 percent. Mixed Blood Power will also boost your stats, but I don't quite know by how much. This means probably a 25 percent boost plus any stat boosts you got pre-battle. Your Kamehameha will probably nearly halve a health bar on Cell, and your Super Dragon Fist will do nearly a whole bar of health of damage. Cell will use some Charge / Cancel combos, so don't block too much. Once you defeat Cell, you will get Teen Gohan and a 30 percent ATK boost. Now send Gohan to deal with Freiza while Goku and your other ally wipe out the Saibamen and Cell Juniors. You can usually find some rare capsule like Evil Mystery Uniform by searching, or a good 1000 Zennie at once.

Freiza has only three health bars, but he's a lot smarter then before. Expect to see his Killer Ball, Meteor Crash and Death Waves often. Do not rush him, he will simply use the Death Wave. Also don't block too often or he'll throw you. Since you will be using Gohan and probably the same set-up, use your Super Dragon Fist sparingly, but abuse your Kamehameha attack when Freiza dashes. Unless Freiza's dashing, don't use the quick Kamehameha or he will dodge and rush you. He seems to be faster but weaker then Cell. Once you win, you will get a 30 percent DFN boost.

With all the enemies but Kid Buu gone, send everyone to where Freiza was at full HP. One space left of that position you'll get the Z Sword capsule. Don't forget it. Anyways, the warp below Freiza's position sends you to Kid Buu's map. He has five health bars and is EXTREMELY cheap. Strategy? Get everyone there at full HP and try to knock him around. It is very hard to defeat him

when he is at full health. If you lose, he will begin the next battle with the same health he had before. This is the only way to beat him if you don't know cancel combos! If you do know cancel combos, keep them going and you should win the battle with half your health left. Namely, fight and try to do as much damage as possible. If you lose, attack the weakened Buu with another character. Also, before you finally finish Kid Buu, go to Exit to make a Save.

What I Used Against Him in this Fight:

Son Goku

Kamehameha

Warp Kamehameha

Super Dragon Fist

Meditation (reduces Ki consumption greatly)

Universal Power (3 Slots, every 10 or so seconds Goku gets a six percent boost to Attack and Defense)

Vegeta

Super Saiyan

Super Saiyan 2

Gallick Gun

Final Flash

Meteor Break

Meditation

Angel's Halo (prevents Ki loss during transformation)

Son Gohan

Super Saiyan

Kamehameha

Super Dragon Fist

Meditation

Potential (2 slots, every 10 seconds or so Attack increases by five percent)

Z Sword (Increases Attack by about ten percent)

Kid Buu is cheap how you're wondering? He can use long, advanced combos and lead them into his Berserker Move, the Savage Rush. He can also very easily break your guard, and he often knocks you into the wall and doesn't let you get up. He uses his Ki Volley, Throw, and both Death Moves often. NEVER RUSH HIM! He will smash you with his Vanishing Ball. If you manage to defeat, you will probably get an Ultimate.

XIII. Allies in Dragon World

In Dragon World, your choice of allies is quite limited. Namely, it's limited to Son Gohan, Chibi Goten, Chibi Trunks, Piccolo, Kuririn, Tenshinhan, Yamcha, Supreme Kai, Vegeta (sometimes), Mirai Trunks, Great Saiyaman, Mr. Satan and Videl. You have to unlock most of them first though. Gotenks and Vegito are also available in Stage 7 and Stage 8. I will list their moves and who they are compatible with. If characters are compatible and they meet on the same space, they get stat boosts.

Son Goku / Goku / Kakarot

The main character of the show, series and this game. A Saiyan with a pure heart and amazing fighting abilities, Son Goku was originally sent to Earth

under the name Kakarot to destroy it. After receiving a serious injury to his head though, he forgot his mission and lived as a hero on Earth. He studied martial arts under the guidance of Master Roshi and Kami-Sama, who is the guardian of the Earth. He ended up marrying a female martial artist named Chichi and they had two sons; Son Gohan and Chibi Goten. Goku fights for good along his friends, who were known as the Z Warriors (thus the name Dragonball Z). He is the first in the show to become a Super Saiyan and a Super Saiyan 3, but his son Gohan beats him to becoming a Super Saiyan 2. His signature attacks are the Kamehameha Wave and the Spirit Bomb.

Compatible with:

Son Gohan
Chibi Goten
Vegeta
Kuririn
Piccolo
Supreme Kai
Mr. Satan
Gotenks

First Transformation: King Kai Fist x20 (P+K+G) 2 Ki Gauge
Second Transformation: Super Saiyan (P+K+G) 3 Ki Gauge
Third Transformation: Super Saiyan 2 (P+K+G) 4 Ki Gauge
Fourth Transformation: Super Saiyan 3 (P+K+G) 5 Ki Gauge
Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki Gauge
Chase Move: Zanku Fist (P >P P E) 1 Ki Gauge
Ki Volley: Continuous Kamehameha (>P P P P E) 2 Ki Gauge
Berserker Move: Super Dragon Fist (>K K K E) 2 Ki Gauge
Throw: Dragonthrow (P+G) 0 Ki Gauge
Main Ultimate: Super Spirit Bomb (K K >K K E) 5 Ki Gauge
Second Ultimate: Warp Kamehameha (P P K K E) 3 Ki Gauge
Third Ultimate: Spirit Bomb (>P P P K E) 3 Ki Gauge

Son Gohan / Gohan

Son Goku's first son, Son Gohan had amazing hidden powers as a child. He managed to unlock and control about half of it, which allowed him to become a Super Saiyan 2 at the age of eleven. After his battle with Cell however, he stopped training and concentrated more on school. When Buu was revived, Son Gohan was eighteen, and he was actually weaker than seven years ago. Luckily, the Elder Kai unlocked the half of Son Gohan's power that was hidden which allowed Son Gohan to become Mystic Gohan, one of the most powerful fighters in Dragonball Z. He afterwards married Mr. Satan's daughter Videl and had a daughter named Pan, who became one of the main characters in Dragonball GT. Only Son Gohan as an eighteen year old can be used in Dragon World.

Compatible with:

Son Goku
Chibi Goten
Piccolo
Mirai Trunks
Great Saiyaman
Videl

First Transformation: Super Saiyan (P+K+G) 3 Ki Gauge
Second Transformation: Super Saiyan 2 (P+K+G) 4 Ki Gauge
Third Transformation: Elder Kai Unlock Ability (P+K+G) 5 Ki gauge
Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki gauge
Chase Move: Zanku Fist (P >P P E) 1 Ki Gauge
Ki Volley: Continuous Kamehameha (>P P P P E) 2 Ki Gauge

Berserker Move: Super Dragon Fist (>K K K E) 2 Ki Gauge
Throw: Jackhammer Smash (P+G) 0 Ki Gauge
Main Ultimate: Super Kamehameha (K K >K K E / >P P P K E) 4 Ki Gauge

Chibi Goten / Kid Goten

Son Goku's second son, Chibi Goten is almost exactly like his father in both appearance and personality. He is the official youngest Super Saiyan, learning the ability at the age of seven. He is very carefree yet skilled, and he is good friends with Chibi Trunks. He eventually transforms into Gotenks after fusing with Chibi Trunks.

Compatible with:

Chibi Trunks
Son Gohan
Son Goku

First Transformation: Super Saiyan (P+K+G) 3 Ki Gauge
Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki Gauge
Chase Move: Zanku Fist (K K >K K E) 1 Ki Gauge
Ki Volley: Continuous Kamehameha (>P P P P E) 2 Ki Gauge
Throw: Jackhammer (P+G) 0 Ki Gauge
Berserker Move:
Main Ultimate:

Chibi Trunks / Kid Trunks

As Vegeta's only son, Chibi Trunks is quite prideful. While Chibi Goten would rather just have some fun fighting, Chibi Trunks takes his fights quite seriously. He is the second youngest Super Saiyan, learning how to transform at the age of eight. He is luckily not as prideful or arrogant as his father, as he is still but a child.

Compatible with:

Vegeta
Chibi Goten

First Transformation: Super Saiyan (P+K+G) 3 Ki Gauge
Death Move: Buster Cannon (P P P P E / >K P P P E / >E) 1 Ki Gauge
Strong Death Move: Double Buster (P >P P E / >K K P P E / <E) 2 Ki Gauge
Chase Move: Blast Attack (K K >K K E) 1 Ki Gauge
Ki Volley: Energy Burst (>P P P P E) 2 Ki Gauge
Throw: Grand Impulse (P+G) 0 Ki Gauge
Berserker Move:
Main Ultimate:

Piccolo

Piccolo is not human or Saiyan, but instead a Namekian. The Namek are an alien race skilled at fighting and healing, but not so much as Saiyans. When Son Gohan was only four years old, Piccolo was forced to train him for the upcoming attack of Nappa and Vegeta, and soon the two became friends. He was originally known as the demon Piccolo Daimou, a fighter neither good nor evil. This fighter was then split into a good half (Kami-Sama) and a bad half. The evil half was killed by Son Goku and reincarnated as Piccolo, who turned from evil to good. His main skill is his ability to regenerate his limbs.

Compatible with:

Son Gohan
Son Goku
Gotenks

First Transformation: Sync with Nail (P+K+G) 3 Ki Gauge

Second Transformation: Fuse with Kami (P+K+G) 4 Ki Gauge
Death Move: Destructive Wave (P P P P E / >E) 1 Ki Gauge
Strong Death Move: Light Grenade (<E) 1/2 Ki Gauge
Chase Move: Instant Killquick (P P K E) 1 Ki Gauge
Ki Volley:
Throw: Demon Roundhouse (P+G) 0 Ki Gauge
Berserker Move: Fierce Ranma (>K K K E) 2 Ki Gauge
Main Ultimate: Hellzone Grenade (K K K >K E) 4 Ki Gauge
Second Ultimate: Special Beam Cannon (>P P P >P E) 3 Ki Gauge

Kuririn / Krillin

My personal favourite character in Dragonball Z, Kuririn is a human monk who happens to be Son Goku's best friend. They met while Son Goku trained alongside him under Master Roshi. Kuririn has been known for more of a comedian than a fighter, but he happens to be (arguably) the strongest human next to Uub. Since he trained under the same master as Son Goku, he too knows the Kamehameha Wave attack, but he is more famous for his Kienzan (dubbed as Destructo Disc) and Kakusanha (the move he used against the Saibamen) attacks. He also accompanied Son Gohan to the Planet Namek and became good friends with him.

Compatible with:
Son Goku

First Transformation: Unlock Potential (P+K+G) 3 Ki Gauge
Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki Gauge
Strong Death Move: Destructo Disc (K K >K >K P E / >K P P P E / <E) 2 Ki Gauge
Chase Move: Zanku Fist (P >P P E) 1 Ki Gauge
Ki Volley:
Throw: Jackhammer (P+G) 0 Ki Gauge
Berserker Move: Valiant Fist (>P P P P E) 2 Ki Gauge
Main Ultimate: Fierce Destructo Disc (K K >K K E) 3 Ki Gauge

Tenshinhan / Tien

A strange yet skilled human fighter, Tenshinhan is actually purely human, and his third eye came from years of deep meditation. Tenshinhan was originally trained by Master Crane, who was the rival of Son Goku and Kuririn's master, Kame Roshi. After realizing the errors of his ways at the hands of Roshi, he became Roshi's student. He also has a little buddy named Chaozu who is also a Z Fighter, but not in any of the Budokai games. Tenshinhan was originally the strongest human, but Kuririn managed to surpass him in the Namek Saga, and Tenshinhan may possibly have surpassed Kuririn's in the Buu saga. He invented various techniques, such as the Tayoken (Solar Flare) and Kikoho (Tri Beam), yet one of his most pathetic attacks became his Ultimate in this game.

Compatible with:
Yamcha

First Transformation:
Death Move: Dodompa (P P P P E / >K P P P E / >E) 1 Ki Gauge
Strong Death Move: Ki Blast Cannon (P >P P E / K K >K >K P E / <E) 2 Ki Gauge
Chase Move: Jackhammer Fist Flash (K K >K K E) 1 Ki Gauge
Ki Volley: Domination Blast (>P P P P E) 2 Ki Gauge
Throw: Jackhammer Fist (P+G) 0 Ki Gauge
Berserker Move: Machinegun Fist (>K K K E) 2 Ki Gauge
Main Ultimate: Volleyball Fist (>P P P K E) 3 Ki Gauge

Yamcha

Yet another human member of the Z Fighters, Yamcha is the weakest of the

three, but he was also the first one to appear. He was originally a desert bandit along side his partner Puaru, a shape-shifting cat. After getting mixed up with the Dragonballs and helping Son Goku, he decided to become a martial artist. He trained under Master Roshi a few years after Son Goku's training finished. He is known for his personality of being a tough guy, yet he is not much of a fighter. He stops fighting after the Androids Saga. His main attacks are the Wolf Fang Fist and the Sokiden (Spirit Ball).

Compatible with:
Tenshinhan

First Transformation:

Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki Gauge

Strong Death Move: Wolf Fang Fist (P >P E / K K >K >K P E / >K K K E) 1 Ki Gauge (after Yamcha uses this attack, keeping pressing the E button to use the attack)

Chase Move: Wolf Slice Fist (P >P P E) 1 Ki Gauge

Ki Volley: Wolf Fang Blast (>P P P P E) 2 Ki Gauge

Throw: Tiger Jackhammer (P+G) 0 Ki Gauge

Berserker Move:

Main Ultimate: Spirit Ball Attack (>P P P K E) 3 Ki Gauge

Supreme Kai

The guardian of the universe, Supreme Kai is the highest rank of Kai. He lives on a planet in the Other World with his assistant Kibito. He appears in the Buu Saga because he once fought against Buu alongside the other four Supreme Kais who were absorbed by Majin Buu. In the end Buu was imprisoned for Supreme Kai could not defeat him. Sensing Buu will soon be re-awakened, Supreme Kai comes to Earth to find fighters to help him stop Buu from being awakened.

Compatible with:
Son Goku
Son Gohan
Vegito

First Transformation:

Death Move: Shockwave (P P P P E / >K P P P E / >E) 1 Ki Gauge

Chase Move: Holiness Break (K K >K K E) 1 Ki Gauge

Ki Volley: Energy Rain (>P P P P E) 2 Ki Gauge

Throw: Noble Throw (P+G) 0 Ki Gauge

Berserker Move: Majestic Rush (>K K K E) 2 Ki Gauge

Main Ultimate:

Vegeta

Vegeta is the Prince of the Saiyans, and he truly shows it. He originally worked for Freiza until he found out his race, whom he thought were killed in an accidental explosion, were purposely killed by Frieza. Despite this, after losing to Son Goku in their first fight, he vows to become stronger and kill him. To a prince of a fighting race, being killed by Son Goku, who was a peasant, is intolerable. Vegeta is very arrogant and would quickly put everything at risk to kill Son Goku. He marries Bulma and has two children, Trunks and Bra / Bulla. He eventually sees the error of his ways in the final battle with Kid Buu and helps Son Goku save the universe.

Compatible with:
Son Goku
Chibi Trunks
Mirai Trunks

First Transformation: Super Saiyan (P+K+G) 3 Ki Gauge

Second Transformation: Super Saiyan 2 (P+K+G) 4 Ki Gauge
Death Move: Gallick Gun (P P P P E / >K P P P E / >E) 1 Ki Gauge
Chase Move: Final Bash (P >P P E) 1 Ki Gauge
Ki Volley: Meteor Flash (>P P P P E) 2 Ki Gauge
Throw: Nose Dive Crash (P+G) 0 Ki Gauge
Berserker Move: Meteor Break (>K K K E) 2 Ki Gauge
Main Ultimate: Big Bang Attack (>P P P K E) 4 Ki Gauge
Second Ultimate: Final Flash (P P K K E) 3 Ki Gauge

Mirai Trunks / Future Trunks

Mirai Trunks is the same Trunks who is Vegeta's son, but from a different timeline. He is actually from about 16 years in the future, where all the Z Fighters except him and Son Gohan were killed by Android 17 and Android 18 (except Chibi Goten, who was never born). He travels back in time to three years before the androids appear in the main timeline to warn everyone. He returns when the androids come to help fight. He is the second Saiyan to become a Super Saiyan. Unlike the Trunks of the Buu Saga, this one is a teenager with a sword and a tough-guy attitude. He is the only Saiyan who actually fights as a Ultra Super Saiyan, though both Vegeta and Son Goku learn the skill before but realize it's weakness of speed is too great for it to be helpful. Mirai Trunks eventually returns to his own time and uses his new powers (after training with Vegeta) to defeat the androids and Cell.

Compatible with:

Son Gohan
Vegeta

First Transformation: Super Saiyan (P+K+G) 3 Ki Gauge
Second Transformation: Super Saiyan 2 (P+K+G) 4 Ki Gauge
Death Move: Buster Cannon (P P P P E / >K P P P E / >E) 1 Ki Gauge
Strong Death Move: Finish Buster (P >P P E / >K K P P E / <E) 2 Ki Gauge
Chase Move: Blast Attack (K K >K K E) 1 Ki Gauge
Ki Volley: Energy Burst (>P P P P E) 2 Ki Gauge
Throw: Rapid Fall Slash (P+G) 0 Ki Gauge
Berserker: Meteor Break (>K K K E) 2 Ki Gauge
Main Ultimate: Burning Slash (K K >K >K P E) 4 Ki Gauge
Second Ultimate: Burning Attack (>P P P K E) 3 Ki Gauge

Great Saiyaman

The Great Saiyaman is Son Gohan's alter ego. Since he has to attend high school in the Buu Saga, Son Gohan dons a disguise so he can continue to fight crime in Satan City. He still uses Jukubutsu (the ability to fly) but he otherwise does not use his powers, like becoming a Super Saiyan or using strong Ki attacks. He instead goes with powerful punches and kicks in both the manga and the game. He is eventually discovered by Videl, who happens to be Mr. Satan's daughter and the guardian of the city.

Compatible with:

Son Gohan
Videl

First Transformation:

Death Move: Justice Punch (P P P P E / >E) 1 Ki Gauge
Strong Death Move: Justice Kick (P P K K E / K K >K >K E) 1 Ki Gauge
Chase Move: Justice Finisher (K K >K K E) 1 Ki Gauge
Ki Volley: Justice Flash (>P P P P E) 2 Ki Gauge
Throw: Justice Dynamite (P+G) 0 Ki Gauge
Berserker Move: Justice Carnival (>K K K E) 2 Ki Gauge
Main Ultimate: Justice Pose (>P P P K E) 4 Ki Gauge

Mr. Satan / Hercule

Mr. Satan is the most powerful fighter in the world, at least in the opinion of most of the people in Dragonball Z. Rather, he is just about ten times as strong as a normal human, and thus pathetic compared to the Z Fighters. He won the World Martial Arts Tournament twice in a row because the Z Fighters were too busy to enter, with Frieza and all. He is the father of Videll, who becomes Son Gohan's wife. He also claims to have killed Cell, although it is clearly shown that Son Gohan killed him. Despite all this, Mr. Satan is quite a comedic character, as can be seen by his two Ultimates. He cannot fly or use Ki, but in the game he uses a jet pack to fly.

Compatible with:

Videll

Son Goku

First Transformation: High Tension (P+K+G) 3 Ki Gauge

Death Move: Rolling Attack Hercule Punch (P P P P E / >K P P P E / >E) 1 Ki Gauge

Strong Death Move: Dynamite Kick (K K K E / >P P P P E / <E) 1 Ki Gauge

Chase Move: Hercule Critical Attack (P >P P E) 1 Ki Gauge

Ki Volley:

Throw: Hercule Miracle Bomber (P+G) 0 Ki Gauge

Berserker Move: Hercule Ultra Dynamite (>K K K E) 2 Ki Gauge

Main Ultimate: Hercule Special (>P P P K E) 4 Ki Gauge

Second Ultimate: Present for You (K K >K >K E) 3 Ki Gauge

Videll

Mr. Satan's daughter, Videll is very unlike her father. She is very honest, and noticeably stronger than her father, though still weak compared to the Z Fighters. Videll becomes good friends with Son Gohan since they are both martial artists, and they eventually get married. Videll learns the Jukubutsu (flying) techniques from Son Gohan a few episodes before Son Goku returns to Earth from the Other World in the Saiyaman Saga. Videll is capable of using Ki in the show, but for some reason, not in the game.

Compatible with:

Son Gohan

Great Saiyaman

Mr. Satan

First Transformation:

Death Move: Eagle Kick (P P P P E / >K P P P E / >E) 1 Ki Gauge

Chase Move: Leopard Shoot (P >P P E) 1 Ki Gauge

Ki Volley:

Throw: Bear Blowthrough (P+G) 0 Ki Gauge

Berserker Move: Flacon Rush (>K K K E) 2 Ki Gauge

Main Ultimate: Videll's Close Call (>P P P K E) 3 Ki Gauge

Gotenks

The result of Chibi Goten and Chibi Trunks fusing through the Fusion Dance. Because he uses the Fusion Dance, he has no Ki Gauge, but only lasts for about 15 seconds, after which if he is knocked down, the fusion wears off. He is only available in Stage 7.

Compatible with:

Piccolo

Goku

First Transformation: Super Saiyan (P+K+G)

Second Transformation: Super Saiyan 3 (P+K+G) After Super Saiyan

Death Move: Kamehameha (P P P P E / >K P P P E / >E)
Strong Death Move: Victory Cannon (P >P P E / >K K P P E) After Super Saiyan 3
Chase Move: Ultra Missile Parfait (K K >K K E) 1 Ki Gauge
Ki Volley: Cont. Die Die Missiles (>P P P P E) 2 Ki Gauge
Throw: Hot Plasma Shortcakes (P+G) 0 Ki Gauge
Berserker Move:
Main Ultimate: Super Ghost Kamikaze Attk. (K K >K >K P E) After Super Saiyan
Second Ultimate: Galactic Donuts (>P P P K E)

Vegito

The result of Son Goku and Vegeta fusing through Potara. Only available in Stage 8. Since it is a Potara fusion, you have a Ki Gauge, but no timer.

Compatible with:

Supreme Kai

First Transformation; Super Vegito (P+K+G) 3 Ki Gauge

Death Move: Kamehameha (P P P P E / >K P P P E / >E) 1 Ki Gauge

Strong Death Move: Spirit Cannon (K K >K K E / <K K K K E / <E) 2 Ki Gauge

Chase Move: Spirit Might (P >P P E) 1 Ki Gauge

Ki Volley: Surf Chain (>P P P P E) 2 Ki Gauge

Throw: Dinosaur Throw (P+G) 0 Ki Gauge

Berserker Move: Dragon Drive (>K K K E) 2 Ki Gauge

Main Ultimate: Spirit Sword (>P P P K E) 3 Ki Gauge

IXV. Frequently Asked Questions

Q: Are there any differences between the PS2 and GCN versions of this game?

A: Yes, a few. Namely:

- a) **New Capsules:** We have seven exclusive capsules. They are all called Sparking, but have from one to seven exclamation marks at the end. When equipped to a Custom character in the World Tournament, you will receive more money for winning. For example, equipping a Sparking! Capsule will get you a 20 percent boost in Zennie, while a Sparking!!!!!!! Would get you a 400 percent boost.
- b) **New Tournament Rule:** In the World Tournament, fusions and certain Ultimates are restricted. After completing the Advanced Tournament, you will be able to purchase a capsule called Cell Games Rules, which lets you use fusions and all Ultimates in the tournament.
- c) **New Difficulty Levels:** You can actually unlock higher difficulties for Duel Mode opponents. I have yet to figure out how though.
- d) **New Costumes:** Two new costumes are available to us. These are Son Goku's main outfit, but with the orange vest removed and Son Goku and his clothes scratched. The second is Piccolo's basic costume but with his cape and turban.
- e) **New Stages:** Not really. Instead, if you press Y on the stage select screen, you will play in a night version of that stage.

Q: How do you get the Dragonballs after Stage One?

A: A lot of people ask this on the message boards. One you are on the spot where the Dragonball should be, (according to the Radar), press the X Button to search the ground and find it. This takes up your turn however.

Q: Is Dragon World the only way to get Breakthroughs?

A: Besides cheating, yes.

Q: Can you use fusions in Dragon World?

A: Excluding Gotenks in Stage 7 and Vegito in Stage 8, no.

Q: I have all seven Dragonballs, but how do I use them?

A: You must complete Stage Nine, then a cinema scene will follow for the Dragonballs.

XV. Thanks and Credits

Atari and Dimps for making this game.

Nintendo for putting this game on the GCN.

DarkSSJ4Brawly for agreeing with my idea to make an FAQ.

XMidnightSonx for putting up the codes for Saiyaman, Mr. Satan and Videl.

XVI. Copyright

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